Succubus Patron for Warlocks

Meredith, Your New Master

I'm Meredith, a succubus, and *I need you.* I'm trapped playing sycophant to a greater fiend, and I want out. *That's where you come in.* Make a pact with me, and I'll do more than just grant you power. I'll make you my second-in-command, or prince, or lover, or whatever you want. Together, we'll build a kingdom of pleasures far away from the wars and political strife that really rule our two worlds. *So... deal?*

Kink & Consent, A Note to GMs

Meredith may take on the role of a mouthy friend or haughty ally just as easily as a dangerous lover or shrewd dominatrix. When working out who Meredith is, make sure to discuss expectations and boundaries with the players at your table. This transparency will help ensure everyone stays on the same page and has a good time.

Expanded Spell List

Our pact expands your Warlock spell list, adding ones that focus on manipulation, subterfuge, and control. You may learn these as you would any other Warlock spell.

Level	Spells
3rd	Command, Sleep, Alter Self, and Suggestion
5th	Bestow Curse, Slow
7th	Confusion, Polymorph
9th	Dominate Person, Modify Memory

Patron Features

I grant my retainers (that's you) class features at 3rd, 6th, 10th, and 14th levels. ***Don't get too excited.*** You're going to have to work for it.

Heaven & Hell *3rd Lvl*

Your magic may impart pleasure as well as pain. When you hit an allied creature with a Warlock cantrip, you fill them with ***Devotion*** until the end of their next turn.

Furthermore, whenever you cast a Warlock cantrip, you may choose to have it deal only 1d4 damage regardless of any other traits or abilities that would normally affect it. If the cantrip is Eldritch Blast, you may choose which beams deal the reduced damage. The cantrip's damage increases to 2d4 at 6th level, 3d4 at 10th level, and 4d4 at 16th level.

Devotion. The creature is filled with an agonizing passion, spurring them to greater heights. They add your proficiency bonus to their attack rolls.

Ready & Willing *3rd Lvl*

Once per long rest, you may cast Charm Person without expending a spell slot.

Also, whenever you afflict a creature with the Charmed condition, you may also grant them ***Devotion***. The condition lasts for as long as the Charmed does.

No Rest for the Wicked *6th Lvl*

Your ***Devotion*** now also grants +10 Ft of movement.

Draining Kiss *10th Lvl*

You gain my ***Draining Kiss*** ability. Once per rest, you may spend your action to kiss either a willing creature or a creature you've Charmed.

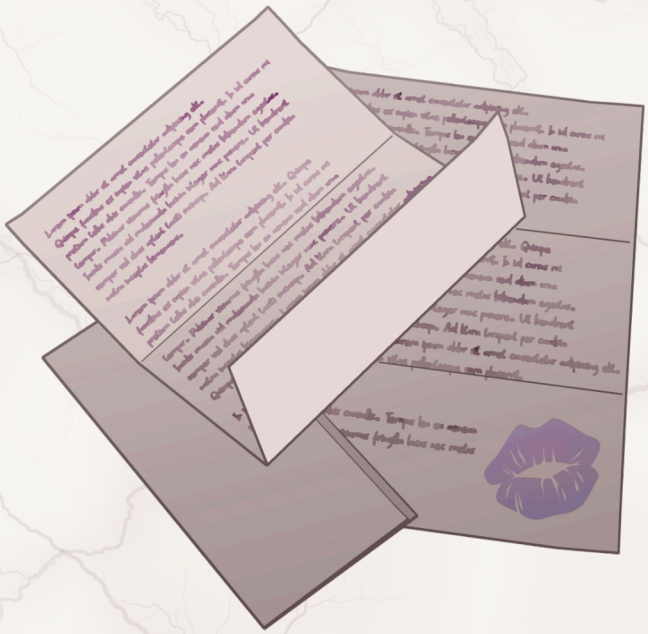
Draining Kiss. The target makes a Constitution saving throw. They take 5d10 worth of psychic damage on a failed save, or half as much on a success. Reduce the creature's hit point maximum by the damage taken. This lasts until they finish a long rest. If this effect reduces a creature's hit point maximum to 0, they die.

Done Deeds *14th Lvl*

You've been wonderful, darling. So wonderful in fact, that I've prepared something special. Just for you. You sprout a pair of wings similar to mine. Gain a fly speed of 60 Ft. Then, you may gain the fiend creature type.

In addition, you may also change your species to Tiefling. Lose any bonuses or traits granted by your old form, and gain those of a Tiefling.

Alternatively, you may accept the mark of my affection in other ways: your irises contort into hearts, your tongue lengthens and forks, you exhale pink smoke, or you grow a pair of cloven hooves. ***My, my! Look at how handsome you've become.***



Eldritch Invocations

With my power, you can do some *interesting* things. Below are some Eldritch Invocations unique to my Warlock retainers.

Self-Indulgence

Whenever you afflict a creature with the Charmed condition, you may steal a portion of their essence. Choose an attribute score and roll 1d4. Reduce the chosen score by the amount rolled, and then increase your's by the same amount (up to a maximum of 24). Undo these changes when the Charmed condition ends. If you possess the fiend creature type, you may gain +3 instead of rolling.

If this would reduce a creature's attribute score to 0, it does not kill them. Instead, they're Stunned until the effect expires. ***Don't overdo it, okay? Your mortal mind might break from all that power and pleasure.***

Come Hither

Choose a Warlock cantrip you know that deals damage. Whenever you hit a creature with this cantrip, you may compel the creature to draw closer. On their turn, they must spend the first 10 Ft of their movement speed to walk towards you.

Your Knight in Shining Armor

Succubus Patron - Prerequisite

Devotion grants +1 AC in addition to its other benefits. You may take this Invocation only once.

Liberal Love

Succubus Patron - Prerequisite

After you cast Charm Person on an allied or Charmed creature, you may do so again on a subsequent turn without expending a spell slot. This effect triggers only once per long rest.

Soft Touch

Succubus Patron - Prerequisite

Choose a Warlock cantrip you know that deals damage. You have advantage on hitting allied or Charmed creatures with this cantrip.

Whispers of Domination

9th Level and Succubus Patron - Prerequisite

Once per long rest, you may cast the Geas spell once using a Warlock spell slot.

Token of Affection

5th Level and Succubus Patron - Prerequisite

You beseech me for a token of favor. You may request one of the following: +2 Whip, Bag of Holding, Marvelous Pigments, Oil of Slipperiness, Periapt of Health, Ring of Amity, or Ring of Protection.

The item magically appears in your hand or bag after 1d4 hours. You may gain a new item each day, but lose the previous item if possible. The item vanishes if you lose this Invocation. ***Have fun, darling.***

Patron Roleplay Tables

Succubi often serve as spies, advisors, assassins, and, of course, courtesans for powerful fiends, hags, wizards, and any creature who prizes cunning. Myself, I want something more than just a boot to lick. Below are some ways you might make me feel more real.

Relationship

Give me what I need, and I can be ***anything you want.*** Below are some ways to think of our... unique connection.

Enemy of my Enemy. As long as our goals align, I am... content to work together.

Hopeful. You are one of my many, many lovers competing for my affection.

Tainted. I corrupted your soul, and now hold it ransom for your service.

Goals

I may have power, but ***I want more.*** Much, much more. Below are some plans I might pursue. With your help, of course.

Dirty Politic. I scheme to bend a kingdom to my whims, but first I need you to corrupt a noble to open the way.

Deals & Devils. A fiend is holding something precious of mine hostage in exchange for a powerful artifact that you're going to fetch for me.

Lair. I plan to ascend to the material plane, but I require an abode suitable to one of my esteemed personage.

Warlock Roleplay Tables

Warlocks often pledge themselves for an explicit purpose: ambition, power, even ***love***. Below are some ideas for how you might distinguish yourself as my Warlock.

Eldritch Blast

Some say succubi abhor violence. Not true. We all enjoy a little blood and pain now and then. In fact, some of us prefer it. Below are some ways you might manifest the powers I bequeath you.

Searing Pleasure. Blowing a kiss expels a pink smoke that rushes towards your victim, filling them with pleasures so profound they burn like a blacksmith's furnace.

Ribbons. A cascade of red silk twists through the air, striking your victim with the force of a rushing spear.

Pact of the Tome

The tome I gift you may be as plain as a book bound in red velvet, or as strange as a pair of living lips that whisper ***irresistible secrets.*** Below are some ideas for how you might present your Book of Shadows.

Patron's Letters. A string of snow-white envelopes sealed with wax and stamped with a kiss. They harbor luscious secrets for those who know how to read between the sweet nothings.

Mind's Caress. An unassuming leather journal that when opened teleports your mind to a liminal space for our private use.

Pact of the Blade

The weapon I bequeath you may be as unremarkable as a fiend's sword plucked from some battlefield in the Nine Hells, or as titillating as a whip adorned with the teeth of ex-lovers. Below are a few ideas for weapons you might wield.

Blackheart Scythe. A fiend's heart impaled on the end of a spear, and whose blood forms the scythe's blade.

Rose Rapier. A needle-like blade extends from an unfurled flower. The sword may be retracted into the hilt, and the flower worn as an accessory.

Credits

Creative Lead
Ashton Baker

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Ashton Baker, Mark Bondioli, and Sean Marlow

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Jennifer Weitzel (@Jenni_ifers on Instagram and @itsjenniifers on TikTok)

Playtest
Ashton Baker, Mark Bondioli, and Sean Marlow

Catacolyte Games

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